





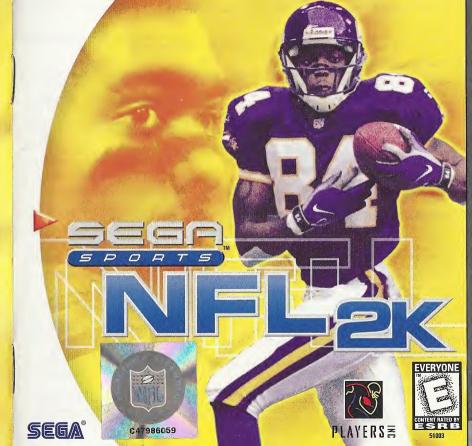
REAL HOOPS ACTION!





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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light natterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CON-SHIT YOUR DOCTOR REFORE RESUMING PLAY

- To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

· Before removing disc, be sure it has stopped spinning.

- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- . Do not allow fingerprints or dirt on either side of the disc.
- · Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- . Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- . Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portraved in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental,



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Thank you for purchasing Sega Sports™ NFL 2K.

You have in your hands the most detailed and realistic football simulation ever created.

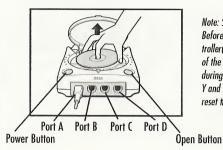
The power of Sega Dreamcast brings the NFL to life as never before and challenges all your previous conceptions about sports video games. From draft to Super Bowl, from fantasy tournaments to real NFL schedules, from play creation to player creation, it's all in NFL 2K.

Now strap on your helmet and see if you can get past rookie mode. You see, we also put in the smartest, hardest-hitting Al, over 1,600 motion-captured animations, and a sophisticated, skeletal-based, real physics collision system.

This ain't your daddy's football game...this is the real NFL. Are you strong enough?

Get out there and play! It's game time!

STARTING THE GAME



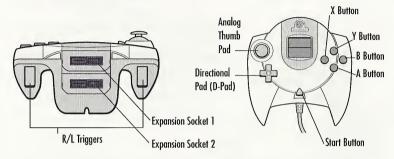
Note: Sega Sports™ NFL 2K is a one- to four-player game. Before turning the Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast to softreset the software and display the title screen.

When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to use VMU Play Calling.

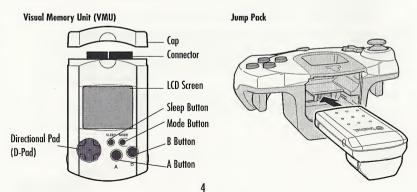
When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Purchase additional controllers (sold separately) to play with two or more people. The game controls are all set to their default settings. To change the control settings, see the Game Options Menu on page 13.

CONTROL SUMMARY



NOTE: Never touch the Analog Pad or R/L Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



NFL 2K is a complex game with many different controls and menus. If you have questions while viewing most menus or play screens, press the Y Button for Command Help.

To highlight and select specific menu items, press the Analog Pad (or D-pad) in the direction of the menu item until it highlights.

Menu Controls	
Analog Pad (or D-pad)	Highlight menu options by pressing in desired direction.
B	
Χ	
Υ	
	provide instant command summary for a
	particular game screen and can be accessed
	from most menu and play screens.)
General Gameplay Controls	
Start (during gameplay)	Pause Menu. Please see page 16 for details.
Analog Pad (in proper direction)	
D-Pad (press at line of scrimmage)	Directional Swapping (quickly change control of your players)
Calling Plays	
R/L Triggers	
	Select formation or play
B	View previous formations or play sets
X	

Note: You can also call plays from your VMU (see Game Options Menu on page 13). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen to select plays. If you press the X Button (Flip play formation), a two-way arrow icon will appear on the main screen to indicate a successful play flip.



If you are playing a game with more than one person per team (e.g. two-on-two), either player on a team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Both players can cycle through the available plays at the same time so you may need to coordinate in order to avoid confusion.

If you have VMU Play Calling activated, both players can cycle through the plays on the VMU. However only the player who is plugged into the priority controller port will be able to view the plays on his/her VMU (Port A has priority over B, C, D; Port B has priority over C, D, etc).

If only one side has a VMU available, that side can select plays from the VMU; the other side will select from the television screen.

Note: If VMU Play Calling is selected and only 1 player on a team has a VMU available, the other player(s) on the team can still cycle through the that player's VMU by manipulating their own controllers and can still select plays by pressing the A Button. If seemingly random plays are being selected, make sure that only one player per team is scrolling through and selecting plays.

SEGA SPORTS TIP: For play calling assistance, don't select a play on the Play Calling screen. Instead, let NFL 2K help you out. During play calling, press the A Button once and the Coach's Pick will select a recommended formation. Press the A Button again and the Coach's Pick will select a recommended play.

ON OFFENSE (Prior To Snap)

L/R Triggers	View receivers' button assignments, player names, and fatigue levels
A	Hurry players to line of scrimmage
Υ	

NOTE: You can customize Audibles from the Pause Menu (see page 16 for details.)

Move Analog Pad 🔷 🏲	Send player in motion. Players will only go in motion if the formation allows (once team is at line of scrimmage, prior to the ball being snapped)
X	Lower crowd noise (quarterback)
B	Fake snap signal
(or fake plays). "Clock" plays are design to enable	eams plays such as kicking a field goal, kicking off or punting the quarterback to either stop the clock by spiking the ball, or eature traditionally reserved for the end of the half or game).
huddle offense. Press Y Button immediately after th	ou want to catch your opponent off guard, try running a no- e completion of a play to quickly run the same play again.
Running The Ball A	Sneed Ruret
L or R Trigger (left and right arm respectively)	Stiff Arm
L + R Trigger	
X	Shoulder Charge Jive
Υ	Shoulder Charge Dive Hurdle or high step
Υ	Shoulder Charge Dive Hurdle or high step
XYB	Shoulder Charge Jive

SEGA SPORTS TIP: Instant Energy lasts for only a short period. Use it sparingly, as overuse can increase the likelihood of player fatique.

more powerful move.



then press any special move button to perform a

SEGA SPORTS TIP: If you do not take control of a player (either by pressing the Analog Pad or an action button), the Dreamcast will run the play for you. Once you take control of a player, that player is under your command until the play ends, or until you press the B Button to assume control of another player.

Passing The Ball

A	Snap the ball
Tap A,B,X,Y or L/R Triggers	Pass
D-pad after ball is snapped	
R Trigger(tap)	

QB Scramble

R + L Trigger	Pump Fake
R Trigger + A	Speed burst/Charge
R Trigger + B	
R Trigger + X	
R Trigger + Y	

Note: When holding the R Trigger, the QB becomes a runner and you can use the moves as listed under Running The Ball.

Note: Once you cross the line of scrimmage, you can no longer attempt a forward pass.

Maximum Passing

For the ultimate in passing control, select Maximum Passing from the Controller Assign screen (see page 15) before starting a game. With Maximum Passing activated, you can adjust your QB's throws on the fly to lead your receivers, throw behind your receivers — anything to help get the ball past the defense. To use Maximum Passing, press the Analog Pad in the direction in which you want to modify the throw; press a little to modify a little bit, press harder for a bigger adjustment. For example, to lead the receiver, press UP on the Analog Pad. To throw behind and to the left of the receiver, press DOWN and LEFT.

Remember, to scramble and move your QB away from defensive pressure, you need to hold down the R Trigger and then move the Analog Pad to move the QB. Once you escape the pressure, release the R Trigger and then use the Analog Pad for Maximum Passing control.

SEGA TIP: The longer you hold down the pass button, the harder the pass. Tap for a lob pass; hold for a bullet pass.

Catching A Pass

B	Select receiver nearest to the ball
X	Dive for a pass
Υ	Jump for a pass

SEGA SPORTS TIP: When catching a pass, it is not necessary to press an action button, but doing so will increase your chances of successfully catching the ball.

ON DEFENSE (Prior to Snap)

B or D-pad	
Analog Pad	
L or R Trigger (w/non-defensive lineman highlighted)	
L or R Trigger (w/defensive lineman highlighted)	Shift defensive line
A	
X (at line of scrimmage)	
Υ	Call audible. From Audible Menu, press X, A, or B button to select alternate play. Press Y again to cancel audible

Note: If you press the A Button prior to the snap, be careful that you don't speed-burst your way offsides!



ON DEFENSE (After The Snap)	
B	Take control of defender nearest to ball
A	Speed burst
Υ	Jump to knock down or intercept pass
Χ	Dive/Tackle
L or R Trigger	Swim move
D-pad	Swap control of your players
Instant Energy (Power moves)	Press A while running to fill player arrow completely, then
-	press any special move button to perform a more
	powerful move.

Special Teams

Kicking The Ball

Note: Determine ball trajectory and direction first. Then select kick power and snap the ball when you have the desired amount of power.

A (fill meter for full power)Launch kick meter/kick the ball

Analog Pad UP Low kick
Analog Pad DOWN High kick

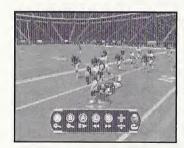
Analog Pad LEFT/RIGHT Set direction of kick

Note: You don't need to aim field goals in Rookie Mode, but you will need to on the higher difficulty levels.

Receiving Punts and Kickoffs

Analog Pad	Control return man after reception
D-Pad	Lateral the ball after reception
Y (after receiver catches ball)* *You must have control of your man to activate this command.	Down the ball
Y (before receiver catches ball) ———————————————————————————————————	Fair catch (on punts only)
Hold L/R	View selected player names on both teams

Replay Controls



D-Pad — moves highlighting icon Analog Thumb Pad UP — Pan high Analog Thumb Pad DOWN — Pan low Analog Thumb Pad LEFT — Pan left Analog Thumb Pad RIGHT — Pan right

X — Zoom in

Y — Bring up Replay Menu

A – Play (real time speed)

B — Zoom out

L Shift — rewinds

R Shift — fast forwards

NOTE: L Shift and R Shift are both touch sensitive controls. The lighter you press, the slower the replay; the harder you press the faster the replay.



GAME SET-UP

Main Menu

The Main Menu is where you will make all your game selections and option adjustments. The Main Menu appears after the NFL 2K title screen. Press the Start Button to bypass the intro sequence and go straight to the Main Menu



Exhibition

Playoffs

	,
Practice	Be sure you're ready on game day
Exhibition	Choose your teams and take the field
Tournament	Tackle up to 15 other teams. (See Tourney on page 17)
Season	Make a regulation run for the Super Bowl Trophy. (See Season on page 16)
Playoffs	Kick off a playoff run for the Super Bowl ring
Options	Customize the game parameters
Fantasy	Draft and play in a season of your own design (See Game Modes on page 16)
Quickstart	Let the computer choose the teams and play an Exhibition game
Tutorial	Learn as you play
Customize	Design your plays, players, and team

Practice

OPTIONS MENU

Customize the following game set-up options prior to kickoff:

-Press A to cycle forward through an option selection; X to cycle backward.

Weather _____ Time of day, temperature, precipitation, wind speed, and fog

fatigue and injuries, coach mode, and Performance EQ

Controller Adjust the control/button settings

Adjost the control botton set

Codes Discover hidden game secrets

Presentation Adjust the game amenities (action replays, commentary, sound effects volume, etc.)

Penalties Control the frequency of any penalty

GAME OPTIONS MENU

Select Game Options from the Main Options Menu and adjust the following settings accordingly.

Quarter Length Play 1- to 15-minute quarters

Skill Level Rookie, Pro, or All-Pro

Pass, Short Run)



Fatigue... . Determine the fatigue levels which will affect players during a game Injuries Adjust likelihood of injuries Coach Mode .. When ON, you pick plays and CPU executes them Performance EQ . Convert both teams to the same rating and skill level

SEGA SPORTS TIP: Performance EQ allows you to play every NFL team adjusted to the same rating level. With Performance EQ activated, victory will belong to the most skilled player, not the player who stacked his team with the strongest athletes.

TAKING THE FIELD (Exhibition Play)

SEGA SPORTS TIP: The "Profile" element in NFL 2K mirrors every NFL team's pre-determined style of play and play calling tendencies. Part of being successful at NFL 2K is playing to your team's strengths. If you select the Profile for a pass-happy team such as the Vikings or 49ers, your team's philosophy will be to air it out, and air it out often. However, if you prefer to grind it out on the turf, you might select the Profile of a team with a strong running philosophy, such as the Steelers or Broncos.



Choosing Teams

Home — Select the home team and playbook Visitors — Select the away team and playbook Stadium Location — Choose where you want to play the game Roster — Choose Default Rosters or With Trades

Controller Assign Screen

Once you've selected the teams, the Controller Assign screen appears. Press the Analog Pad or D-pad UP/DOWN to align your controller with the team you wish to command. If you wish to use Maximum Passing (see page 8), press the A Button to togale it ON. When you are ready to get underway, press the Start Button to advance to the game.

Note: You can play with up to four different players on either of the two teams, or join up cooperatively and play on the same team

Coin Toss

Visiting team gets to call it. Following the coin toss, the Special Teams play calling screen appears. Winner of the toss gets to choose first possession or select a goal to defend.

On The Field

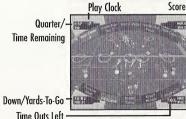
This is where all the NFL action takes place.

Selecting Your Plays (On Offense and Defense) Champions are built on talent, teamwork and the coach's

playbook. Use your play list to tackle any offensive and defensive situation. On offense, passing plays are displayed in blue, running plays are displayed in red.

Note: You can edit your playbook prior to or during the game. See Customizing Plays on page 18 for complete details.





PAUSE MENU

The Pause Menu allows you to stop gameplay and call an official time out, program the game audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. The player who pauses the game controls the selection of options.

GAME MODES

From the Main Menu, you can conduct a team practice or scrimmage with another team, hold an exhibition game, launch a season, head straight to the playoffs, hold a tournament with up to 16 different teams, play in a fantasy league of your own making, or customize your own plays, players, and teams.

NOTE: Remember to press the Y Button for Help Menus at any time to help navigate through each game screen.

Season

Select Season on the Main Menu and lead your favorite team through a regulation 16-game season on a quest for the coveted Super Bowl ring.

Season Menu

Once you've selected your team(s), access the Season Menu to begin play on this week's game, or to customize your plays, players, and teams.

Practice

In the NFL, practice is key. The practice field is the place to tighten pass routes, fine tune the running game, and learn about defensive positioning and techniques. You can customize your practice session with three Practice Types:

Special Move Practice — Get a feel for the controller and how to perform special moves

Full Scrimmage — Line up against another team

Offense Only — Work out the kinks in your offense without a defense to stop you

Tourney

Choose to play in a New tournament with 4, 8, or 16 teams, or Load and continue a previously saved tournament. Select your teams, determine human or CPU control for each, and begin play.

Tournament Menu

The Tournament Options Menu is where you can choose to begin the Tournament, as well as view your Schedule, the Tournament Tree and Game Stats.

Playoffs

Select your team and compete in a hunt for the ultimate ring - from Wild Card to Super Bowl. If you have what it takes, that is.

CUSTOMIZE

NFL 2K offers unprecedented power to customize the game to your own personal desires. You can design your own plays, players, and teams. Keep tally of your personal in-game records. Even review the records of other human players:



Creating A Player

Build your own pro, from his face mask style to his quickness on the field.

Building A Team

Here you can create your own team, from the logo style to team colors, create your own free agent pool, trade players, sign free agents, and rearrange your depth chart.



Customizing Plays

This feature allows you to edit an existing play or create a brand new offensive or defensive play. Use the following sequence for best results: First, Import a previously saved play or create a new one.

Next, name the new play and decide if it is for Offense or Defense.

Select the formation and play type (eg. pass, pitch, hand off).

When you reach the Play Create screen, you'll find three options:

Position — Select the player you'd like to edit.

Assignment — Cycle through dozens of route variations and assignments.

Modifier — Modify the player's route to take him exactly where you'd like him to go.

Press the A Button to toggle between the many variations.

Note: If you've inserted a VMU with empty blocks, your play will be saved.

SEGA SPORTS TIP: Memorize your favorite customized plays and use them at opportune times to surprise your opponent. Delete plays that don't work well during game time.



Fantasy

Build your own fantasy tournament or full fantasy league. All available players will be dropped into a giant free agent pool. You will draft to build your own customized team. Once your team is built, you can take part in a Fantasy Tournament (4-, 8-, 16-, or 31-team single elimination tournament) or play a full Fantasy League with an entire simulated season. Draft players, build your team and go!

Note: You can either draft manually or press the Start Button to have the CPU automatically complete the draft order.

SAVING/LOADING

The game automatically saves data for you after you exit a mode (Season, Playoffs, Fantasy, etc.)



Credits

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Lead Al Engineer Matthew Hamre

Lead Library Engineer Chuck Batson

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Lead Tools Engineer

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20

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Nikko Del ozada

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Performance Capture Studios-**Gary Roberts** Mark Greenberg François Laroche Percy Sagun

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Notes	
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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

web site http://www.sega.com/customer-service

e-mail support@sega.com800 number 1-800-USA-SEGA

• Instructions en français, téléphoner au: 1-800-872-7342.

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